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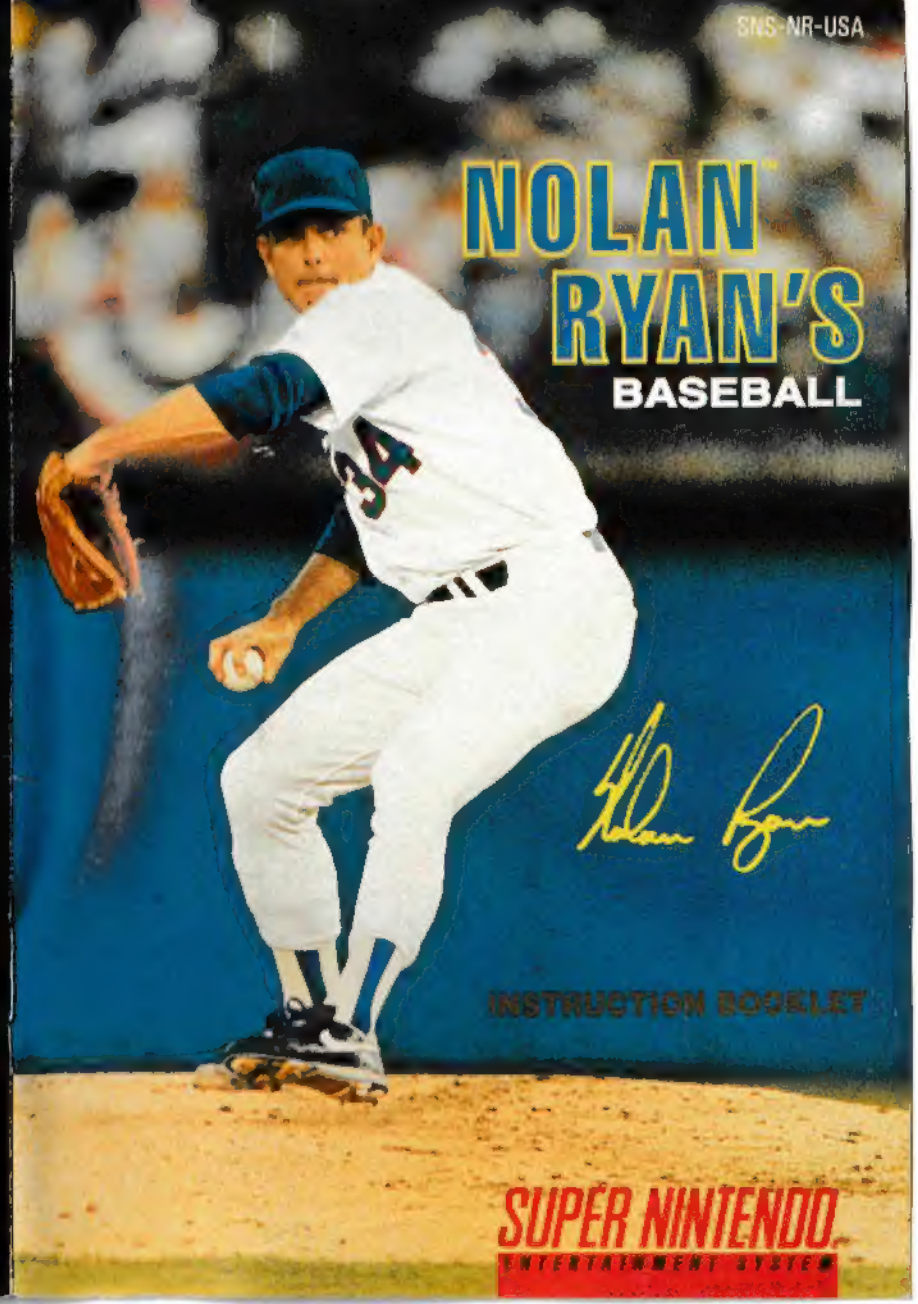

NOLAN RYAN'S BASEBALL

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: *PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.*

ROMSTAR

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Thank you for purchasing Nolan Ryan's Baseball. Please read the instruction booklet before you begin to play. Keep this instruction booklet for future reference.

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NOLAN RYAN'S BASEBALL

The Story Behind Our Game

Nolan Ryan, the living legend of baseball, is bringing the All-Star Game to your own hometown! With **Nolan Ryan's Baseball**, you and your family can enjoy America's favorite pastime... the game of baseball.

There are many special features so that you can compete with the best. At the same time, the novice player can learn how to play better with the "ASSIST" mode.

Nolan Ryan's Baseball features true-to-life baseball action. So get your family and friends and... ***PLAY BALL!***

GETTING STARTED

Always make sure the power is *off* on your Super Nintendo Entertainment System before you start. Insert the **Nolan Ryan's Baseball** cartridge into the Super NES. When you turn the power on, the name ROMSTAR should appear. The title screen will then appear followed by the theme music. If this sequence does not occur, check all connections and verify that everything works. If problems persist, contact the Romstar Consumer Hotline listed in the back of this manual.

Press the START button on the Player 1 Controller to begin the game. The Main Menu will appear as follows:

This game contains 2 different game modes, a SINGLE GAME and a PENNANT GAME SERIES.

TO PLAY

SINGLE GAME

Select the SINGLE GAME option from the Main Menu. Choose IP VS. Computer for a single player game. For a two-player game, press IP VS. IIP. Use the JOYPAD to select your team and press the START button to lock in your choice. Select PLAY GAME to begin. The Game controls will be listed in the GAME CONTROLS section of this manual on page 19.

PENNANT GAME

Select the PENNANT CONTINUE option from the Main Menu. Choose a team and select the PLAY GAME option to begin.

Note: *SINGLE GAME and PENNANT GAME are explained in detail later in this manual.*

GAME MODES

PENNANT CONTINUE

This option will begin or continue the PENNANT GAME series. Please refer to the PENNANT CONTINUE section of this manual on page 7.

PENNANT SETUP

This option will set up the PENNANT GAME series. Please refer to the PENNANT SETUP section of this manual on page 10.

SINGLE GAME

This option will go into the single game mode. Please refer to the SINGLE GAME section of this manual on page 12.

CLEAR MEMORY

This option will clear the battery memory. All players, stats, and games in progress will be cleared. Simply select this choice and press the Reset button on the Super Nintendo Entertainment System.

PENNANT CONTINUE

The PENNANT CONTINUE will display a list of games scheduled for the present day of the Pennant Series and a WATCH PENNANT PROGRESS mode. There are 6 scheduled games to choose from. Use the JOYPAD to select which game of the Series to play and press the A button to lock in your choice.

Selecting a game will go into the PLAY GAME/CHANGE LINEUP Menu. Select the PLAY GAME option to begin. Select the CHANGE LINEUP option to modify the lineup. If you choose to modify the lineup, use the JOYPAD to select the player to swap, then press the A button to lock in your choice. Use the JOYPAD again to select the second player. Press the A button to exchange the players. You may use the B button to stop an unwanted selection. Continue to change the lineup by repeating the steps above. Press the START button when completed. The game will then begin.

The WATCH PENNANT PROGRESS will show the results of each of the six games for the day. A menu with the day's stats will appear. The menu options are:

NEXT DAY

This option will advance pennant progress 1 day, and return to the Pennant Game menu.

BAT AVG

BAT AVG = Safe Hits / At Bat (based on a minimum of 3.1 plate appearances). The batting averages of the top 10 players of both leagues will be displayed.

RBI

The RBIs (Runs Batted In) of the top 10 players of both leagues will be displayed.

ERA

ERA = Earned Runs X 9 / total innings pitched (based on a minimum of 1/3 innings). The ERAs (Earned Runs Average) of the top pitchers of both leagues will be displayed.

SO

The SOs (Strike Outs) of the top 10 pitchers of both leagues will be displayed.

PCT

The GB column will have a bar displayed if the team is no games back. If a second team is no games back with the exact same win / loss / tie ratio, a "0.0" will be displayed in the column. This option shows league standings. The amount of wins, losses, ties, and GBs (Games Back) percentages will be displayed.

HR

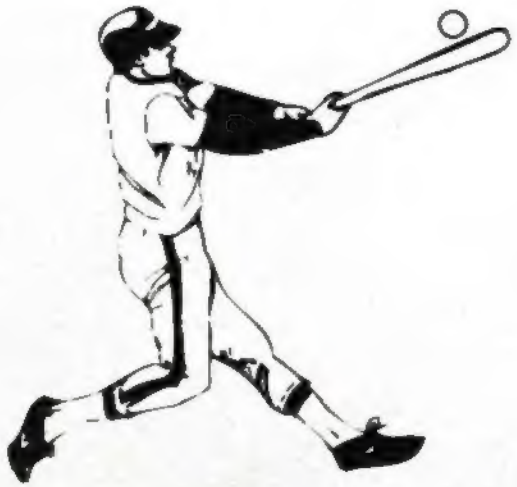
The HRs (Home Runs) of the top 10 players will be displayed.

WINS

The WINS (Games Won) of the top 10 pitchers of both leagues will be displayed.

STEALS

The top 10 base stealers of both leagues are displayed.



PENNANT SETUP

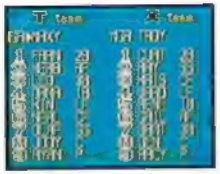
This option will allow the customizing of the Pennant Series. The following menu will appear:

DONE

This option will end the PENNANT SETUP menu, and go into the PENNANT CONTINUE menu.

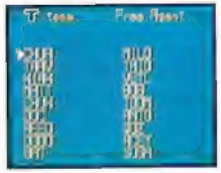
PENNANT LENGTH

Use this option to choose the number of days to reach the All Star Final. Use the JOYPAD to select the amount desired, then press the A button to lock in your choice. Use the START button to return to the PENNANT SETUP.



TRADE

This option allows the teams to trade starting lineup players. Use the JOYPAD to select 2 Teams. Press the A button to lock in the choices. Press the B button to stop an unwanted selection. Use the JOYPAD to select the player to swap and press the A button to lock in your choice. Use the JOYPAD to select the second player. Press the A button to exchange the players, or press the B button to stop an unwanted selection. A trade inside the same team is not allowed. To do so, use the CHANGE LINEUP option.



FREE AGENT PICK

Use the JOYPAD and the A button to select the team to trade the FREE AGENT into. With the JOYPAD, select the outgoing player and press the A button to lock in your choice. Use the B button to stop an unwanted selection. With the JOYPAD, select the FREE AGENT to trade. Press the A button to trade the players.

PASSWORD

This option will allow the use of a team password from previously saved games. Please note that 96 characters *must* be used to complete the password. Use the JOYPAD to select the character desired for the password. Press the A button to enter the character. If you make a mistake, you can use the B button to backspace. Press the START button to lock the entire password. An invalid password will cause the word ERROR to appear near the bottom of the screen and the password entering process will begin once again. Press the X and Y buttons simultaneously to abort the PASSWORD enter routine.

SINGLE GAME

This selection is used to play a single game. The following menu will appear:

1P. VS. COMPUTER

This option will start a single player game versus the computer. Select the team desired by using the JOYPAD and press the A button to lock in your choice. Select PLAY GAME to begin. Game controls will be covered in detail in the GAME CONTROLS section of the manual.

1P. VS. 1IP.

This option will start a 1 player versus 2 player simultaneous game. Select the teams desired by using the JOYPAD and the A button to lock in your choice. Select PLAY GAME to begin.

PLAYER SETUP

The 1P Setup will customize Player 1's team. 1IP Setup will customize Player 2's team. For either player setup, the following menu will appear:

DONE

This option will end the Setup menu and go into the SINGLE GAME menu.

CREATE PLAYERS

This option lets the player create a customized team. For more information on this option, please refer to the CREATE PLAYERS section of this manual on page 15.

POWER SETUP

This option lets the player customize the various skills and powers of the customized team. For more information on this option, please refer to the POWER SETUP section of this manual on page 17.

SELECT MANAGER

This option chooses the team's manager. Use the JOYPAD to select the manager. Press the A button to lock in your choice.

CHECK PASSWORD

This option shows the team's present password.

ENTER PASSWORD

This option will allow the use of a team password to recall previously saved games. Please note that 96 characters *must* be used to complete the password. Use the JOYPAD to select the character desired for the password. Press the A button to enter the character. Press the B button to backspace over the password. An invalid password will cause the word ERROR to appear near the bottom, and the password entering process will begin once again. Press the X and Y buttons simultaneously to abort the password entering routine.

SELECT TEAM

This option selects a starting team to customize or play. Use the JOYPAD to select the team desired, then press the A button to lock in your choice.

CREATE PLAYERS

Players can be created for a customized team.

A screen with the first 9 player names will be presented. (The team shown will be the default Team I or II, unless a team was previously selected from the SELECT TEAM option. If this is the case, the team selected will be the appearing team). Use the L-R paddle controls to flip between the 9 primary and alternate players.

The player's name is the first entry. 4 letters are allowed for the name. Use the JOYPAD to choose the letter desired, and use the A button to lock in your choice. Use the right arrow to keep the same character as before. To backspace, use the B button.

Select each player's position next. The cursor will go to the bottom row of the screen. The letter codes stand for the following:

P	Pitcher	Ss	Shortstop
C	Catcher	Lf	Left Fielder
1b	1st Base	Cf	Center Fielder
2b	2nd Base	Rf	Right Fielder
3b	3rd Base		

Use the JOYPAD to select the position desired. Lock in your choice using the A button. Please note that a DUPLICATE POSITION error will occur if duplicate positions are assigned to the primary players.

To choose whether a player bats left or right-handed, look for the column with a picture of a baseball bat. Use the JOYPAD to select and press the A button to lock in your choice.

To choose whether a player throws left or right-handed, look for the column with a picture of a ball. Use the JOYPAD to select, and the A button to lock in your choice.

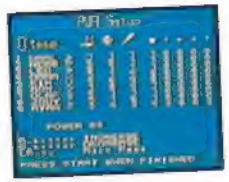
When the customizing is done, press the START button to return to the menu. Use the POWER SETUP mode to assign powers to the custom players.

POWER SETUP

The custom players can have certain power and skill stats customized.

The first 9 primary players will be shown along with 8 power stat settings. Use the JOYPAD to select the stat to be modified. Use the A button to increase the stat number, and use the B button to decrease the stat. Use the L-R paddle to change between the primary and secondary players.

Please note that a total of 25 power points can be assigned to each player. Good playing or poor playing in the games can increase or decrease the power point total for the team player. If a team player's power point total is below 25 from poor playing, he can regain those power points up to 25 in the POWER SETUP mode. The POWER number excess, located below the 9 players, can be re-assigned to any other team player.



The Shoe column stands for the RUNNING SPEED power stat. This stat can be set from O - 9.

The Ball column stands for the THROWING POWER stat. This stat can be set from O - 9.

The Bat column stands for the BATTING POWER stat. This stat can be set from O - 9.

The Heart column stands for STAMINA POWER. This stat can be set from O - 9.

The following columns apply for the pitcher only:

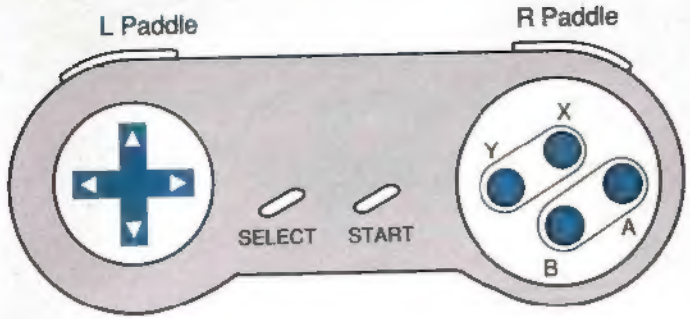
The Arrow Up column stands for STRAIGHT FASTBALL POWER. This stat can be set from O - 3.

The Left Arrow and Right Arrow columns stand for the CURVE BALL POWERS. These stats can be set from O - 3.

The Fork column applies for the FORKED BALL POWER (trick throws or specialty throws.)

Press the START button when completed.

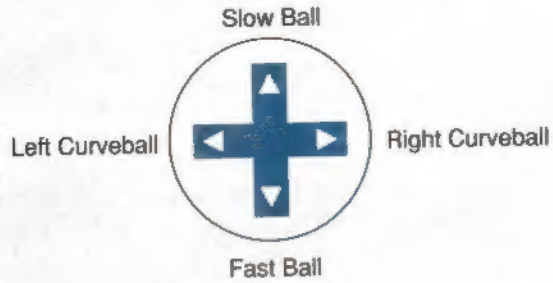
GAME CONTROLS



JOYPAD CONTROL

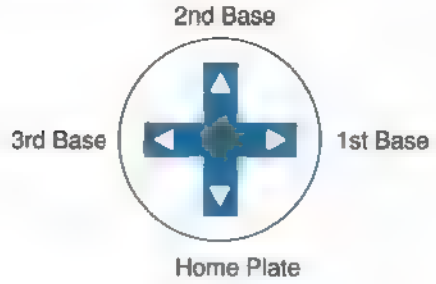
Defense Pitcher

Use the JOYPAD to move the pitcher left and right on the mound. After the ball is pitched, control the speed of the pitched ball by moving the cursor up or down. To control the curve of the ball, move the cursor left or right.



Fielders

Use the JOYPAD to move the fielders to catch the ball and to select which base to throw the ball.



Offense Batter

Use the JOYPAD to move the batter in the batter's box.

Runners

Use the JOYPAD to select which direction to run to.

A BUTTON

Defense Pitcher

Use the A button to pitch the ball.

Fielder

Use the A Button to throw the ball

Offense Batter

Use the A button to swing the bat. (NOTE: Tap the A button lightly to bunt. Hold the A button for a full swing.)

Runner

Use the A button and the JOYPAD to direct the runner.

B BUTTON

Defense Pitcher

Use the B button and the JOYPAD to get the base stealer

Fielder

Use the B button and the JOYPAD to direct the fielder, or to catch the ball with a jumping catch.

Offense Runner

Use the B button and the JOYPAD to steal or run for an extra base. (Ex: If the runner is on 2nd base and you want him to steal to 3rd base, press the B button and the left cursor of the JOYPAD.)

SELECT BUTTON

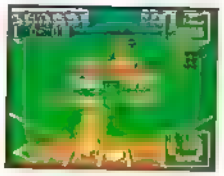
Press the SELECT button before the pitcher throws the pitch. The menu will appear as follows:

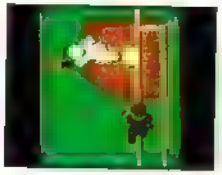
ZOOM (OFF/ON)

I TEAM (NORMAL / ASSIST / OVERRIDE / WATCH)
II TEAM (NORMAL / ASSIST / OVERRIDE / WATCH)

Use the JOYPAD to select the item to modify. Press the A button to change the setting. Press the START button to return to normal game mode.

The zoom show close-up views of select plays. If the Zoom mode is not desired, set this option OFF.





Each team can play in any of the four modes shown previously. The modes are listed below:

NORMAL MODE

This mode is complete manual control. All player actions are controlled from the game controllers.

ASSIST MODE

This is an easier mode to help the novice players. This mode plays like the NORMAL MODE, except the computer will assist outfielding

OVERRIDE MODE

In this mode, the computer plays the game as in the WATCH MODE, except that the computer's moves can be overridden by the controller at any time.

WATCH MODE

This is a computer player. The WATCH MODE's team cannot be controlled from the controllers. Setting the opposite team to WATCH MODE will pit the player against the computer. Setting both teams to WATCH MODE will play the game computer Vs. computer.

SPECIAL MODES

TIME OUT

Press the START button before the pitcher throws the next pitch. This will cause the umpire to call TIME, and the game is halted until the START button is pressed again.

SELECT RELIEF PITCHER

When TIME is called, the pitching team can press the A button to call for a relief pitcher. Use the JOYPAD to select the pitcher, and the A button to lock in your choice. Press the B button to abort the selection.

SELECT PINCH HITTER

When TIME is called, the batting team can press the A button to call for a pinch hitter. Use the JOYPAD to select the batter, and the A button to lock in your choice. Press the B button to abort the selection.

PLAYING THE GAME

Refer to the section THE GAME OF BASEBALL for a short overview of the rules of baseball.

When the game begins, the visiting team will be up to bat. The Player 1 controller will be the home team, and the Player 2 controller will be the visiting team. If the players wish to customize the game modes, or select a pinch hitter or relief pitcher, please refer to the GAME CONTROLS section of this manual on page 19.

The A button swings the bat for the batting team, and pitches the ball for the pitching team. For more information on the controls used during the game, please refer to the GAME CONTROLS section of this manual on page 19.

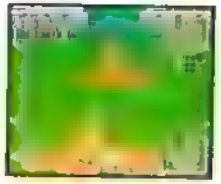
An interesting feature of the game is that the size of the player's head will grow if his stats are high. For example, if a star player is an outfielder, the player's head will be a little larger than that of the regular players. This will be a signal that this player is the one to throw the ball to. During the LUCKY 7 (7th inning stretch), *all* of the team players will receive full powerup.

THE PLAY SCREEN

On the play screen, the stats are divided into four areas.

The upper left corner holds the game score and innings. On the first line, the first number is the number of the inning being played. The letter to the right of the "i" can be a T or B, for Top or Bottom of the inning. (The visiting team bats at the top of the inning and the home team bats at the bottom of the inning) On the second line, the red bar under the team letter signifies which team is up to bat. The score is in between the team names.

The green box in the upper right hand corner is the pitcher's information. The large letter is the team's name. The line below is the Er stat, which stands for the ERA (Earned Runs Average). When the pitcher is new, the ERA is a line of dashes, because there are no previous runs to calculate. Below the ERA is the pitcher's name.

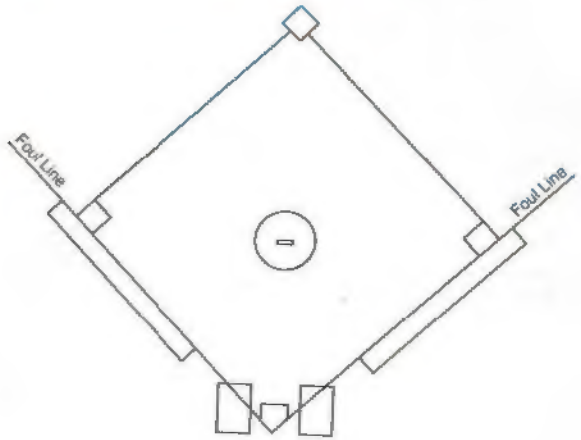


Right below the pitcher's stats are the game stats. The B symbol counts the number of BALLS thrown. The next line is the S symbol, for STRIKES. The final line has an O, for OUTS. Note the dot to the right of each letter. The dots are black at the beginning, and they will light up to the letter's color as the game progresses. Ex. When two OUT dots are lit, that means that there are two outs.

The green box below the game stats shows the Batter's stats. The top letter in this box is the team name. The next line is the Batter's Lineup Position (Bt). Below is the Batting Average (Av) followed by the number of homeruns hit by the batter. The last line is the batter's name.

The diamond in the lower left corner shows which bases are occupied. (NOTE: A flashing helmet indicates an intent to steal a base.)

THE GAME OF BASEBALL



The regulation baseball playing field is shown here.

The main path of the field is a square path which starts at HOME PLATE, towards the bottom of the field. This path area is known as the BASEBALL DIAMOND. The home plate is where the batter attempts to hit the baseball with a wooden or metal bat.

On both sides of home plate are two rectangular areas. These are known as the BATTER'S BOXES. The batter must stand in either box when he is up at bat.

The ball is thrown by the pitcher, who is on the PITCHER'S MOUND at the center of the baseball diamond. The ball *must* cross home plate. If the ball does not cross home plate, it is called a BALL. Four balls entitles the batter to advance to 1st base. If the ball hits the batter and he does not swing at the ball, it is considered an immediate WALK, and the batter advances to 1st base.

If the ball crosses home plate, the ball must be hit by the batter, or it is considered a STRIKE. If the ball crosses the batter's box, and the batter swings at it, it is also considered a STRIKE. Three strikes will call the batter out.

If the ball is hit by the batter, the ball must travel in the upper part of the field. This upper area is comprised of the baseball diamond and the OUTFIELD areas. Please note the two FOUL LINES from home plate to 1st base, and from home plate to 3rd base. If the ball goes below the foul lines, it is called a FOUL. The first two fouls count as strikes. However, the third strike *cannot* be a foul ball.

If the ball is hit in a fair area, the batter is entitled to become a RUNNER. The runner runs around the baseball diamond in a counter-clockwise direction. At each corner of the baseball diamond is a BASE, which is a square bag usually filled with sand. The runner must step on each base, going from 1st base to 2nd base, 2nd base to 3rd base, and 3rd base to home plate. When the runner successfully completes the entire circuit back to home plate, his teams scores one (I) point. This is called a RUN. The team with the highest score at the end of the game is the winner.

If the ball is caught by a player from the other team on the field, the runner is called OUT. If the ball hits the ground, the runner is entitled to run to the next base. The runner can be tagged out if he's not on any of the bases by an opposing player who has the ball. Each base is considered safe territory.

If a runner is safe on any base, the runner can run to the next base when a new batter has hit a fair ball. The same rules above to apply to the next batter who is at home plate. There can only be one runner to a base. This is called BASES LOADED.

Any runner can attempt to run to the next base at any time. However, the pitcher can throw the ball to his teammate so that he can attempt to tag the runner out. If the runner successfully advances to the next base, this is called a STEAL.

If the ball is hit past the outfield into the spectator stands, it is called a HOMERUN. All runners on the bases complete the path to home plate and a score. If the bases are loaded, four runs will be scored.

If 3 outs are called, the teams will change sides. All runners will come back and take their positions in the field. No runs can he scored by the runners at this time.

When both teams have completed a change, it is called an INNING. Nine innings usually comprise a game. However, if both teams have the same score at the end of the 9th inning, it is considered a TIE GAME. The game will continue. However, if the tie is not broken by the end of the 12th inning, the game will end in a tie game.

ROMSTAR 90-DAY LIMITED WARRANTY:

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1 Do not return your defective game pak to the retailer.

2 Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Division is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

3 Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.

4 If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).

5 When you are returning your pak to Romstar, please proceed as follows:

- Obtain an RMA # from a Romstar Service Representative.
- Reference this RMA # on all correspondence, shipping documents and it must be clearly visible on the outside of the package.
- Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.

90-DAY LIMITED WARRANTY continued...

- Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:

  Full Name

  Complete Mailing Address

  Shipping Address if different from mailing address

  Day Time Phone Number

  Dated Sales Receipt or Similar Proof of Purchase

  Name and Address of the store the pak was purchased

Send your return to:

ROMSTAR, INCORPORATED
Consumer Products Service Department
Dept. 112
22857 Lockness Avenue
Torrance, CA 90501

THIS WARRANTY SHALL NOT APPLY IF THE PAK HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, MODIFICATIONS, TAMPERING, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

ROMSTAR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213)539-5283. If the Romstar Service Department Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

RMA Number

Full Name

Mailing Address

Shipping Address (if different from mailing address)

Day Time Phone Number

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will returned and your payment refunded.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you the specific legal rights, and you may also have other rights which vary from state to state.

ROMSTAR

PLAYER SUPPORT

If you have any questions regarding your **Nolan Ryan's Baseball** Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

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